My thoughts for Chapter-2 and Chapter-3 that relate to the Project Management methodologies

**Introduction**

In a project, the executive's methodology is a bunch of standards and practices that guide you in getting sorted out your tasks to guarantee their ideal execution. Fundamentally, it's a system that assists you with managing your project in the most effective way conceivable.

Projecting the executives is vital to organizations and teams. Yet, to be truly successful, you want to ensure you're accurately planning your project, team type, project, organization, and objectives.

No two projects are the very same. When you factor in the various objectives, KPIs, and creative methods of several types of teams and multiple sorts of enterprises, it's a good idea that there's nobody's size-fits-all way to deal with managing a project. What turns out best for one sort of team could be a flat-out bad dream for another.

**Picking the suitable Project Management methodology for the project:**

Many elements will affect which project the board methodology is ideal for your team and organization. Here is a quick breakdown of a portion of the critical contemplations that can assist you with choosing:

* Cost and financial plan: On a size of $ to $$$, what kind of spending plan would you say you are working with? Is there space for that to change if vital, or is it fundamental that it stays inside these foreordained cutoff points?
* Team size: what number of individuals are involved? What number of stakeholders? Is your team somewhat conservative and self-coordinating or rambling, requiring a more thorough assignment?
* Capacity to face challenges: Is this an enormous project with a significant effect that should be painstakingly overseen to convey Very Serious Results? More limited-size project with somewhat more space to mess about?
* Adaptability: Is there space for the extent of the project to change during the cycle? What might be said about the completed item?
* Timeline: How much time is allocated to follow through on the brief? Do you want a speedy turnaround, or is it more critical that you have a wonderfully completed outcome, regardless of how long it requires?
* Customer/stakeholder coordinated effort: How included does the customer/stakeholder need - or need - to be simultaneous? How had do you want - or need - them to be?

**Project management methodologies:**

1. Waterfall methodology

The Waterfall method is a conventional way to deal with the executives' project. In it, undertakings and stages are finished in a direct, consecutive manner, and each phase of the project should be completed before the subsequent starts.

The phases of the Waterfall project, the board, by and large, follow this arrangement:

* Prerequisites
* Examination
* Plan
* Development
* Testing
* Arrangement and support

Progress streams in a single bearing, similar to an open cascade. However, this can rapidly get hazardous, like an open cascade. Since everything is delineated toward the start, there are a lot of leeways if assumptions don't coordinate with the real world. Furthermore, there's no option but to press onward to a past stage whenever it's finished.

2. Agile methodology

The agile project the board methodology came from a developing disappointment with the straightforward method of the conventional project the executive's methodologies.

Disappointed with the limits of the project the board methods that couldn't adjust with a project as it advanced, the center started to move to more iterative models that permitted teams to modify their project depending on the situation during the interaction as opposed to delaying until the finish to survey and alter.

The board's idea of the agile project has started a few explicit sub-systems and methodologies, like Scrum, kanban, and lean. Be that as it may, how treat all share practically speaking? The critical standards of the agile project the board methodologies are:

* It's cooperative.
* It's speedy.
* Available to information-driven change.

In that capacity, agile project the board methodologies typically include short periods of work with regular testing, reassessment, and transformation all through.

In numerous agile methods, all of the work is added to an accumulation that teams can deal with in each stage or cycle, with project managers or item proprietors focusing on the excess, so teams know what to zero in on first.

3. Scrum methodology

Scrum is a type of agile project on the board. You can imagine it more like a structure than as a project the executive's methodology in itself.

With Scrum, work is parted into short cycles known as "runs," which generally last around one fourteen days. Work is taken from the build-up (see: Agile project the executives, above) for each run cycle.

4. Kanban methodology

Kanban is one more method inside the agile project board. Beginning from the assembling business, the expression "kanban" has advanced to signify a system wherein assignments are outwardly addressed as they progress through segments on a kanban board. Work is pulled from the predefined accumulation on a persistent premise as the team has limited and traveled through the sections on the board, with every segment addressing a phase of the cycle.

Kanban is extraordinary for providing everybody with a quick visual outline of where each piece of work remains at some random time.

It additionally assists you with seeing where bottlenecks are in danger of framing - assuming you notice one of your segments getting stopped up, for instance, you'll realize that that is a phase of your cycle that should be inspected.

5. Scrumban methodology

Scrumban is a mixture of agile projects. The executive's methodology has Scrum's nose and kanban's eyes.

The primary advantage of scrumban as a method is that as opposed to concluding which task from the build-up to deal with in each run at the beginning (like you would in a "conventional" scrum structure), scrumban permits teams to ceaselessly "pull" from the build-up in light of their ability (like they would in a Kanban system).

What's more, involving work in progress limits (from kanban) during your run cycle (from Scrum), you can keep a ceaseless stream while as yet consolidating project arranging, audits, and reviews on a case-by-case basis.

6. Lean methodology

Lean is another board methodology project that has its beginnings in assembling (and explicitly the Toyota Production System). Everything revolves around applying lean standards to your project, the executive's methods to augment esteem and limit squander.

While this initially alluded to decreasing actual waste in the assembling system, it presently alludes to other inefficient practices in the board cycle project. These are known as the 3Ms: Muda, mura, and muri.

* Muda (inefficiency) consumes assets without adding an incentive for the client.
* Mura (lopsidedness) happens when you have overproduction in one region that tosses every one of your different regions messed up, leaving you with a lot of stock (inefficient!) or wasteful cycles (additionally unproductive!).
* Muri (overburden) happens when there is a lot of strain on assets, for example, gear and individuals, which can regularly prompt breakdowns - in the two machines and people.

Utilizing the vital standards of lean, a project manager can decrease these kinds of waste to make more productive work processes.

7. Critical path method

A critical path method is an approach to distinguishing and scheduling every critical assignment that involves your project, just as their conditions.

That implies that you want to:

* Identify every one of the fundamental undertakings you want to do to accomplish your project objective
* Estimate what amount of time every one of those errands will require (remembering that specific undertakings should be finished before others can be begun)

Use all of that data to schedule the "critical path" you'll have to take to finish the project as fast as conceivable without missing any pivotal advances. The longest arrangement of critical errands turns into your critical path and will characterize the timeframe for your project. You'll have achievements to meet along the path that will flag when one bunch of assignments (or stage) is finished, and you can continue on to the following one.

There are bunches of ways of imagining the critical path, contingent upon the complexity of your project, from stream diagrams to Gantt charts.

8. Six Sigma

Six Sigma is a method for further developing cycles with an accentuation on guaranteeing consistency in yield and faultless quality. Maybe one or two flavors are accessible, like Lean Six Sigma and Agile Sigma. At the end of the day, Six Sigma is a business methodology that means to kill surrenders and diminish variety by utilizing its characterized methods.

Six Sigma methods can streamline and work on existing cycles or make new ones.

Conclusion

The right project the board methodology can hoist your project and help the project manager to get the best out of each team.

Whether you lean toward the agile methods leaned toward in IT project the executives or the more customary cascade project the board and critical path methodology utilized in development and assembling, there's a project the board methodology for each team.

It is picking a team the board programming that upholds various methodologies - for example, that doesn't secure you in one methodology or approach to utilizing it - like Teamwork implies that each team in your organization has the opportunity to work the way that works for them without forfeiting on elements or complexity.

Regardless of how you like to function, Teamwork assists your team with duplicating their best practices, guaranteeing consistency and consistency, and continually further developing their cycles.

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